



# LootSafe

**Blockchain Backed Gaming**

## Abstract

LootSafe is a blockchain-based software company that enables game developers of all sizes to affordably create, decentralize, and manage game assets on the public blockchain.

The LootSafe platform provides a set of tools and hosted API services which allow game developers to easily deploy their assets to the blockchain. Assets can be represented as collectible in-game items, characters, skills, trophies, and more.

Through the utilization of smart contracts (currently Ethereum-based) LootSafe achieves secure and trust-less tokenization of virtual goods. The entire LootSafe system is made available through easy-to-use developer tools and templated customer-facing interfaces to make building and using smart contract game assets seamless and approachable.

Simple solutions can be achieved through one-click deployments of our system, while more complex gaming experiences are made easy through our suite of integrations with popular programming languages and game development platforms.

The LootSafe system can add benefit and value to numerous game types, including but not limited to: trading card games, cross-platform inventory systems, provably fair loot box offerings, and more.

The system is easily extended with the help of add-on modules offered by our marketplace. The LootSafe Marketplace is a mixture of in-house modules as well as modules contributed by members of our community (both paid and free) that expand the utility of the LootSafe stack.

Modules in the marketplace that receive traction are audited by in-house and third-party auditors to provide a vast selection of secure extensions.

At the heart of LootSafe is the concept that gamers and publishers alike will vastly benefit from the utilization of this trust-less system. Benefits to the decentralization of these types of operations include increased security, durability, and anti-obsolescence.

LootSafe will aid gamers and publishers to provide an exciting and fair ecosystem of game assets, bringing ownership of the thousands of hours of in-game work.